

# Quick Start For Omnitrend's Universe Revised

**One of the most important undocumented instructions is the use of two drives:**

**When booting from the Construction disk:** After you have purchased your ship the program tells you that you will need to create a data disk. It then asks you which drive. Leave the Construction disk in drive one and put the new player disk in drive two, then press the Option key. The player disk will remain in drive two until you are told to reboot the computer with the Flight 1 disk. Remove it at that time.

**When booting from the Flight 1 disk:** After the computer has booted it will ask you to put the player disk in the drive. Take the Flight 1 disk out of drive one and put the player disk in the drive. Put the Flight II disk in drive two, hold down the Start key, and press return. Continue to hold the Start key down until the computer beeps, then release the Start key. The player disk will remain in drive one until you are asked to reboot the computer. Remove it at that time.

**When booting from the Starport disk:** After the computer has booted it will ask you to put the player disk in the drive. Take the Starport disk out of drive one and put the player disk in the drive. Put the Starport disk in drive two, hold down the Start key, and press return. Continue to hold the Start key down until the Customs screen appears, then release the Start key. The player disk will remain in drive one until you are asked to reboot the computer. Remove it at that time.

**I cannot express strongly enough the critical importance of saving and making backup copies of your player disk! There are many disk swaps throughout this game and you are going to make a mistake (or the game is going to mess up)!** Every time you save the game update your backup player disk(s). I personally kept two backup player disks at all times. In the directions below, every time I suggest that you save the game you should update your player disks too.

**The information below is only for getting started in the shortest possible time (less than five years game time). There is NO room for error so go slow and don't do anything extra yet!**

1. Get a five year loan. It will come due in the year 107, and will be a little less than 400,000 credits. You must return to the Axia space dock that year (107) or bad things will happen to you!
2. Buy ship #1.
3. You MUST go to Dry Dock first after you boot Flight One! Go to Place Parts. I placed three hulls in section five for the converter (Fuel Cell) and the orbital shuttle (Quentrix), five hulls in section three for the ore storage, and ten in section seven for the two drives (sublight and hyper). The rest were scattered between sections one, four and six. After I installed all the components, I went to Remove Items and sold the orbital shuttle and the converter (Fuel Cell).
4. Next I went to Purchase Items and bought a better converter (Fusion) and two better shuttles (Icarus). Also buy four more hulls, 20 crew (ten to man the ship and five for each shuttle), 600 rations, and computer program number six. Spend every last credit you have left after that on Ore IV.
5. Place three of the extra hulls in section five for the new (bigger) converter and one somewhere else for the additional shuttle. Time to leave the Space Dock.
6. (Save the game and make a backup player disk.)
7. Go to Program Control and halt hyperdrive (make sure shuttle control and sublight programs are running). Exit Program Control.
8. Go to Drive Systems and choose sublight. Do a planetary scan. Get your ship as close to the planet as you can (you will use a LOT less energy for shuttle fuel this way). To do this, take the diameter of the planet and multiply it by 1.05 (this is for all planets). Use the resulting number in the first space (I just use zeros in the next three spaces). This will put you over the North Pole every time and it's easy to see on the screen. Exit the Drive Systems
9. Go to Trade Systems and choose shuttles. When the shuttles screen comes up, only put about 30 to 40 energy in each shuttle (this is more than enough for a round trip to any habitable planet. More than that is a waste of energy). Load the crews and depart.
10. When you land go to Travelers and load 20 passengers on each shuttle. Then go to Departures and MAKE SURE YOU BOARD ONE OF THE SHUTTLES BEFORE YOU LAUNCH! If you forget, the ship leaves without you and the game is over!
11. After you dock with your ship and reboot the computer, repeat steps 8 and 9 one time. (This will give you 80 passengers).

12. Time to leave Axia. After you reboot with Flight 1, go to Program control and halt shuttle control and start hyperdrive. Leave Program Control. Go to Drive Systems. Choose Sublight and do a planetary scan. Type in 20,000 in the first space and zeros in the other three. Minimum distance from any planet must always be 20,000 kilometers to activate the hyperdrive (any less will damage the drive). After you move your ship away from the planet, leave the subspace program and go to hyperdrive. Arrow down to Prisa and press the Select key. Press it again to launch your craft. Exit hyperdrive.
13. Choose sublight and do a system scan. Press the Option key until Zeath is highlighted. Go to Zeath. Do a planetary scan and get as close as you can to the planet (radius x 1.05). Leave Drive Systems.
14. Got to Program Control and halt hyperdrive and start shuttle control. Now go to Trade Systems, and choose shuttles. Again, fuel and load the crews. Now load 20 passengers on each shuttle and launch.
15. Once you get to the planet and load the Starport program, go to Travelers Terminus and unload all your passengers from both shuttles. You'll get somewhere between 1,500 and 2,500 credits for each passenger. Go to Departures and again make sure you board one of the shuttles. Repeat steps 13 and 14 one time. Then leave Zeath and go to Axia spacedock.
16. (Save the game and make a backup player disk.)
17. At the Axia spacedock sell the computer (AE 3504) and the Cryogenic Vault (Ageless IND.). Buy the best Cryogenic Vault (Kintopir'tem), an Alkis 2 computer, and two more Icarus shuttles, Then buy two more hulls (for the new shuttles), ten more crew, a couple thousand rations, and at least 50 thousand Ore IV. It's a good idea to save about 400 to 600 credits to repair some of the damage to your shuttles before you make your last return trip to your ship from Axia.
18. Now you need to leave the Space Dock and go to Program Control. The new computer allows you to run all three programs simultaneously and eliminates the distraction of having to halt and run programs all the time. Leave Program Control.
19. Descend to the minimal orbit and start the shuttles running back and forth till you get 270 passengers in cryogenic storage. On your last trip down take the shuttles with the most damage and repair them before you leave the surface (about 50 credits per damage point). Now it's time to climb to 20,000 kilometers and head back to Prisa to unload the passengers.
20. When you return to Axia you will need to go to the space dock and sell your hyperdrive (Quantum Divsn) and buy a Cee Squared hyperdrive to make the jump to Vromus, and one more hull for the larger drive. Place the hull and the drive in section seven. You are going to need a lot more energy to make the long jumps to

Eros so it's time to sell your Alkis Group Accumulators and buy 24 Voltac Group Accumulators at the space dock. The Manual is not real clear on this point but if you look below the Accumulators section you will see a note that states that you may not have more than 24 modules per ship. In the Accumulators section under 'modules (b)' for Voltac Group it says 3. This is the max amount of modules you may have in a hull. Therefor;  $24 \text{ modules} / 3 = 8$  additional hulls that you must buy to place all the modules (note that they all must be in the same section of your ship). I also recommend that you buy at least 100,000 Ore IV and all the rations that the spacedock will allow you to carry.

21. (Save the game and make a backup player disk.)
22. Descend to the planet and load up on passengers again. Go to Zeath one more time and unload. This time instead of going to Axia go to Vromus and then the spacedock at Vromus Prime. Sell all your shuttles and buy five Axian Coperate shuttles and five more crew to man the last shuttle. If you have plenty of Ore IV and rations (and I mean A LOT!), I would also sell the Cee Squared Hyper Drive and buy a Jonisiodal D2 (the best) hyper drive. You will need to buy two more hulls. Put one of them in section seven for the new larger hypedrive and the other wherever you want for the additional orbital shuttle. Descend to the planet and start running the shuttles to fill the Cryogenic Vault (only one trip is required now).
23. Go to Axia and unload the passengers, then load more and go to Zeath. From Zeath you will go to Vromus Prime one more time. Descend to Vromus Prime one more time and load more passengers. Make one more run to Axia and Zeath picking up and dropping off passengers. You should be swimming in Credits now, but you are going to need a lot and a lot of Ore IV and rations because the next stop is Eros and that takes several max distance hyperdrive jumps. Buy several hundred thousand Ore IV's and all the rations you can hold.
24. (Save the game and make a backup player disk.)
25. From Prisa it will take three jumps to get to Eros. To make these jumps, go to the hyperdrive screen and press the up arrow key and then the Option key. You will see a black cursor underline after the X at top of the screen. After you type in each coordinate press the return key and after you have typed in all three coordinates press the select key to start the jump. Below are the coordinates for the Prisa to Eros jumps and the Eros to Vromus jumps.
26. At Prisa enter: -11 -2 1 then: -23 -5 7 then arrow down to Eros and press Select.
27. At Eros enter: -15 -8 12 then: -2 -7 7 then: 6 -4 -4 then arrow down to Vromus and press Select.

28. After you buy all the stuff you want at Arbest spacedock, including crew (only buy crew at Arbest from now on as it will increase you crew sophistication) remember to load up with passengers to take to Vromus Prime. I also had some notes about mining, and pirating, and buying and selling, but there was nothing of any major interest there. I'll leave you all to figure out everything else. If anyone finds the new hyperdrive PLEASE let me know.

Thanks so much,  
David Milsop